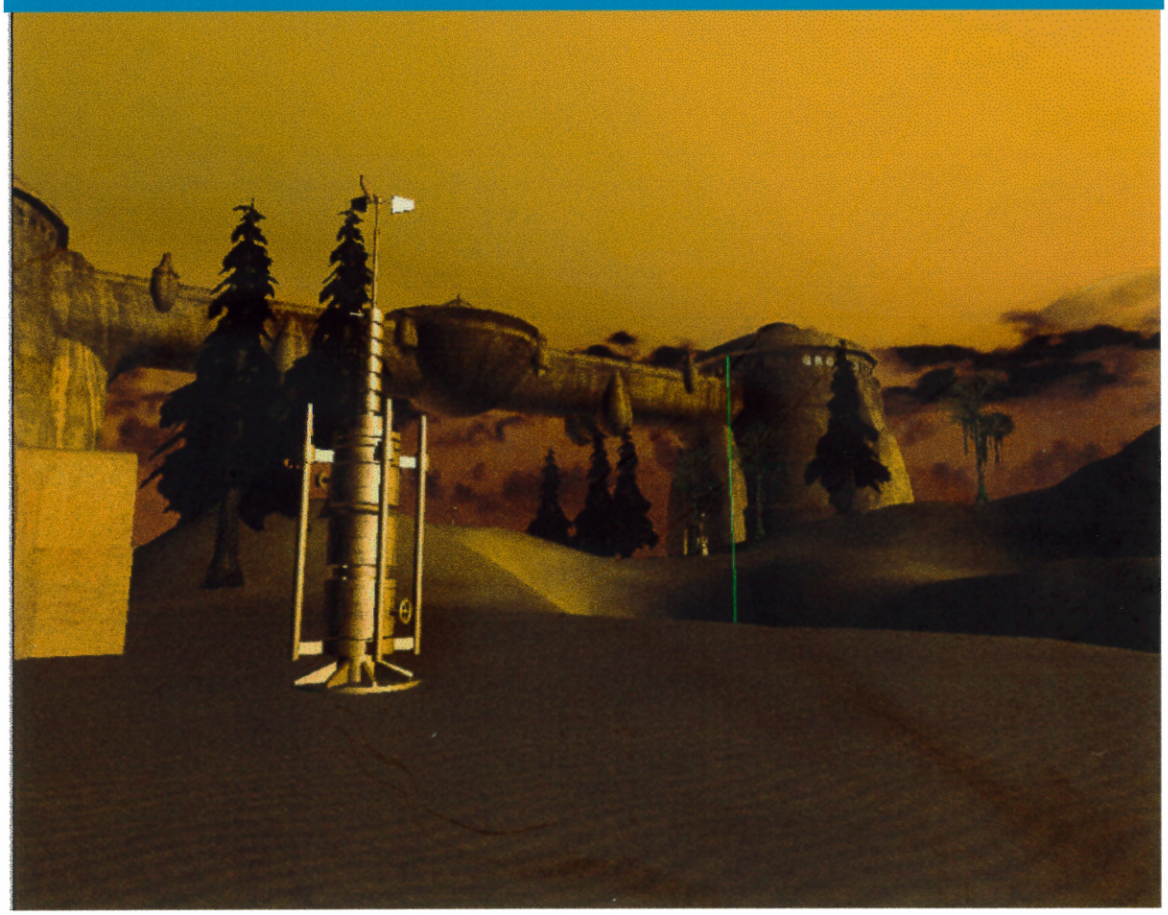
# POLITICS



# FACTIONS

In *Star Wars Galaxies: An Empire Divided* the Empire and The Rebel Alliance exist in an "eternal" state of war. The players can influence this state of war in the faction system through two means: Economics and Combat. Both sides have economic requirements that can only be met by player participation. Not only must the players fulfill the basic resource and equipment requirements for each side, declared players will occasionally be given very important missions that are pivotal in the success or failure of each faction's campaign.

## Vision

- The game should offer a sense of discovery.
- There should be a chance to meet another player in the first five minutes.
- We must have an average subscriber lifespan of twelve months or more.
- Players should feel empowered to take action against bad apples in the player base. They should never feel just like victims.
- New strategies should come to light for the player as their play time continues.
- *Star Wars Online* must provide multiple ladders of advancement so that new ways to play the game become apparent over time.
- Player-driven content will be a key element of the game.
- There will be motives and rewards for short session play.
- Experienced players will receive special privileges (such as playing Jedi).
- We will explicitly reward non-advancement based ways of playing the game.
- The game must satisfy each of Bartle's Four: Achievers, Killers, Socializers, and Explorers.
- We will offer great cultures to experience.
- We must encourage a sense of player ownership in the world.
- There should be ladders and leader boards for everything in the game, including social activities.
- Robust support for guilds and other such player organizations is a requirement.

## Terms

Faction: Refers to one of the two warring sides in the fiction, Imperial and Rebel.
Faction Standing: A system which tracks how each Faction reacts to the player.

## System Details

### Territory Control

In *Empire Divided*, The Empire and The Rebellion are battling for control over territory. The Empire wishes to control it, and the Rebellion struggles to free it. Faction control over an area has different scopes. For planets, control can either be at the municipal level or at the planetary level. For space, control can either defined by "action sphere" (areas linked by hyperspace) or by Capital Ship (radius around cap ship).

When a faction controls a specific territory, players are more likely to witness or experience the actions of that faction. For example, a player transporting spice through Imperial territory is far more likely be stopped by an Imperial Patrol than a player traveling through non-controlled space.

Territory control may change hands via political or military means. The specifics of how territory is controlled will be detailed at a later date, some information on this subject is currently available in the "player cities" document. Suffice it to say, some territory will have a permanent controller and some will be contested.

## Player Alignment

The Faction System is designed so that the actions of a player determine where they stand in the conflict between The Empire and The Rebel Alliance.

The Faction System contains the following choices for players:

1. Remain Neutral in the conflict between the Rebel Alliance and the Empire.
2. Declare with the Rebel Alliance
3. Declare with the Empire
4. Become a Sympathizer to Either or Both

As mentioned above, all new players begin with a *neutral* alignment. However, specific actions affect their standing with the two factions. Taking missions, and/or attacking faction members in contested space are ways for players to increase their faction standing. Doing enough of these right kinds of things will earn a player "sympathizer" status with a faction. A player can be sympathetic to both sides. Being sympathetic means that the player gets more missions and better reactions from the side they are sympathetic to, but it also means that they can potentially be in danger from the opposing side.

A player can declare loyalty to a faction at anytime, however once they do; they lose any sympathetic standing with the other faction. Once declared, players must be sure that they do not engage in activities (*I'm not sure this is even possible) that lower their faction standing, else they'll have to re-declare (perhaps declaring also costs money). Any faction-specific certification that has been gained while declared may be lost if the player loses that standing.

*Neutrality*

Players begin the game with neutral alignment. Choosing to remain neutral is the safest albeit least lucrative choice for the player. Neutral players can run supplies for either side, but will find that neither side will purchase rare, elicit or military-grade items from them. Neutral players may take faction specific missions such as bounty hunting, but as with normal supply missions, this will affect their faction standing.

**NPC Behavior**

Remaining Neutral also leaves the player open to having cargo raided or confiscated by NPC's from either side. The Empire won't waste any time in claiming resources it needs, and only those who are at least sympathetic with the Empire are safe from such activity.

**Player Interaction**

Neutral players are always safe from other players. It is possible to remain permanently neutral (although admittedly, this may not be easy).

*Declared to the Empire*

Choosing to declare loyalty to the Empire provides the player with more lucrative contracts, special skill certifications and even NPC Military Protection. Military missions will also become available to the player at this point.

**NPC Behavior**

On the downside, the player can only ship legal materials, and may be given missions that they are REQUIRED to take. To offset this, players loyal to the Empire will find the Empire is regularly in demand for fairly expensive resources and items. In addition, Imperial Troops and ships will not interfere with legal trade operations, so the player doesn't have to worry about having their cargo confiscated. The Empire has a fairly well established presence throughout the galaxy, so it's usually very straightforward to get shipments to them.

**Player Interaction**

Empire players are always attackable by Rebel players, except in Neutral controlled territory.

*Declared Rebel Alliance*

Siding with the Rebels is perhaps the most lucrative option for the player, but also the most difficult (not to mention dangerous). Special skill certifications are available to these players. Military missions may also become available to the player at this point.

**NPC Behavior**

The Rebellion is always looking for military grade weaponry, intelligence information on the Empire, resources, and construction equipment. Many of these things are Illegal to transport, and the repercussions for being caught by the Empire are severe (even loss of resource/harvesting equipment!). In addition, the meeting place for delivery and payment are constantly changing, so it's difficult for the player to standardize their operation. On the "upside" the Rebellion pays well, and will occasionally provide protection in Rebel controlled space. They're also willing to look the other way when it comes to the transportation of other illicit materials.

**Player Interaction**

Rebel players are always attackable by Empire aligned payers, except in Neutral controlled territory.

### Player vs. Player Combat

The following tables show the different types of territory and whether player vs. player combat can occur there:

| | | Faction Standing | | |
|---|---|---|---|---|
| | | **Declared** | **Sympathizer** | **Neutral** |
| **AREA** | **Imperial** | Attackable | Danger | Safe |
| | **Rebel** | Attackable | Danger | Safe |
| | **Non-Faction** | Attackable | Danger | Safe |

- Attackable indicates that declared members of the opposing faction can always attack the player.
- Danger indicates that under certain conditions the player can be attacked. More detail on those conditions are forth-coming.
- Safe indicates that the player is safe from other players.

### Features & Future Requirements

- Players influence NPC military and political action

## Revision Log

- 8/18/00 – Added additional questions to be answered.
- 8/17/00 – Added table of contents.
- 9/11/00 – Updated overview, near completion
- 10/13/00 – Cleaned up some, checked into source control.

# PLAYER ASSOCIATIONS

An association is a group of players who have allied themselves for one reason or another. In *Star Wars Galaxies*, an association is a group of players who have allied themselves using game tools designed to make it easier for them to do so. These player-organized associations are run by players for other players. Player associations are not "officially sanctioned" organizations representing Lucas Arts, therefore they do not require a manual approval system. As a result, everything the customer needs to create and run a player association is provided through automated in-game functions. Examples of associations range from small to large. Other games have had associations ranging in size from 2 members to over 250 members. Groups such as "Bob's Gang of Six <the BGS>" or "Zulu Squad" can be expected to form whether we give the player-base tools to do so or not. By supplying the appropriate tools, we have more metrics we can watch to help identify player trends and we can encourage the formation of player communities at the same time.

## Vision

Interaction with other players is what Massively Multi-player Role Playing Games like *Star Wars Online* are all about. Player communities are a large part of this. For this reason, the Associations system design is being built using the idea of community and the thoughts expressed in the SWO Vision document. Here, extracted verbatim from the SWO Vision document, are some of the ideals that the Associations system is attempting to support.

### Issues for Newbies

- The game must be accessible to a broad audience.
- It should have an intuitive user interface. If the choice for initial interface is between flexibility and ease of use, we will choose ease of use, and make the flexibility an option.
- It should be possible to play a satisfying game session in less than an hour.
- There should be a chance to meet another player in the first five minutes.
- The play environment should be customizable so that the players can change it to suit.

### Retention

- *Star Wars Online* must provide multiple ladders of advancement so that new ways to play the game become apparent over time.
- Player-driven content will be a key element of the game.
- There will be motives and rewards for short session play.
- Experienced players will receive special privileges (such as playing Jedi).
- The game system will encourage specialization.
- We will explicitly reward non-advancement based ways of playing the game.

### Gameplay issues

- The game must satisfy each of Bartle's Four: Achievers, Killers, Socializers, and Explorers.

- We will scatter in as many little touches that add depth as we can. Wherever possible, these touches will relate to hidden or interesting aspects of the *Star Wars* universe.

### Social interaction

- We must encourage and support a community.
- Players need tools to shape their own experiences.
- There should be ladders and leader boards for everything in the game, including social activities.
- There must be a wide range of in-game communication systems.
- Robust support for guilds and other such player organizations is a requirement.
- Amy Jo Kim's principles for community building:
  - We will design for a range of roles.
  - We will develop a strong leadership program.
  - We will encourage appropriate etiquette.
  - We will integrate the rituals of community life.
  - We will facilitate member-run subgroups.

## System Details

We are making efforts to divvy-up the components that make up the Associations system in order to aid our decisions as to what has to be in the game for initial release, and what features might be able to be postponed for later, all in the name of helping to guarantee the product's initial release in a timely fashion. Foundational system mechanics that must be in place for the basic functionality of the Associations System to work are termed "Core Requirements". Features and options that add additional depth-of-play to the game and make a functional system something more than merely functional are categorized under the phrase "Features & Future Requirements".

In order for the association system to be functional at the most basic of levels, some features are required. These features are the Association System's 'Core Requirements'.

### Forming a association

1) Purchase Association Hall
2) Come up with name
3) Choose the founding members
4) Choose a leader

A pair of players who are not already members of another association and of which at least one has leadership skill, follow a predetermined series of events to form a new one.

First, they will need enough cash and one person will need enough spare plot allotments to be able to purchase and place an Association Hall player venue for the new association to call a base of operations. The size of hall that is purchased will determine what the association's maximum number of members will be until the hall is upgraded or replaced with a larger one. Although the character will have to front the cash and plots of land for the placement of the structure, ownership will be transferred to the

association once it is placed. At this point, the plots of land used for hall placement are reimbursed to the player that placed the structure, and from then on the association hall's maintenance fees will be pulled from a newly-formed association treasury and paid for by membership fees, donations, and any contracts completed.

After a player has placed the association hall, they will be unable to enter or access it until they have chosen to form an association. After selecting to begin the association generation system, the initial membership roster is drafted. This involves the prospective new members being present at the site of the association hall and the person that placed it. With these conditions satisfied, the player who placed the hall selects the founding members by clicking on them and dragging their names into a roster box, or by typing their name or player ID into the same box.

Once the association's founding members have been selected, a leader must be chosen for the association. A prompt pops up on the screens of all the members and asks for them to vote for a leader. The vote lists all of the members with leadership skill but will default to the name of the member that placed the association hall (if they have leadership skill), however a majority vote will make the final choice.

Finally, the newly elected leader's first job will be to input the association's name. This means inputting both a name and a TLA (three-letter-acronym). Whatever is inputted will be run through the filter used to check all names entered into the game. It will scan the name for inappropriate language or reserved words such as "Han Solo" or "Skywalker". Having passed these quick checks, a GM is alerted with the name they have chosen and the association is formed. Each formed association is immediately and automatically assigned a unique ID that will be used for record-keeping purposes and will never change.

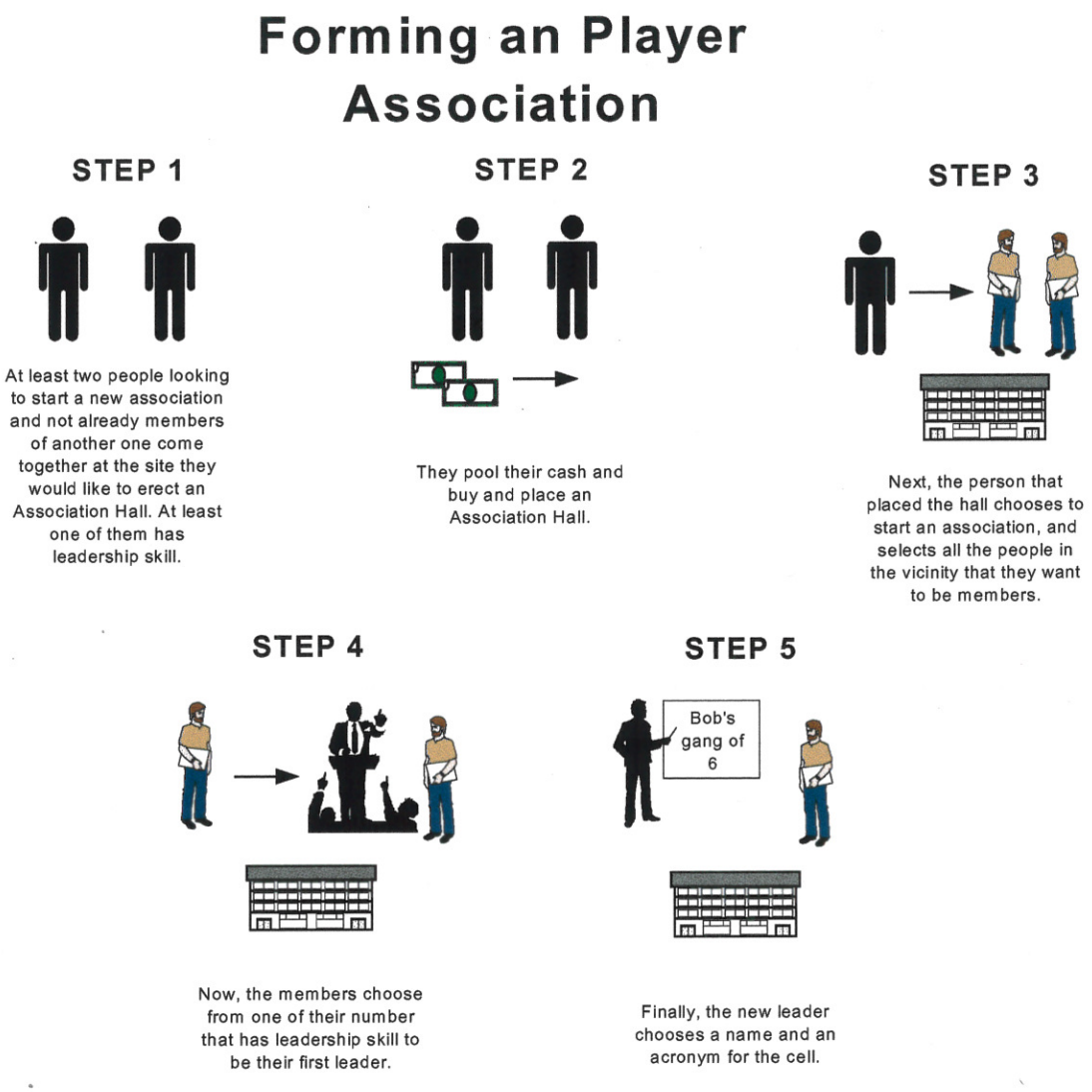

Forming an Player Association
STEP 1
At least two people looking to start a new association and not already members of another one come together at the site they would like to erect an Association Hall. At least one of them has leadership skill.
STEP 2
They pool their cash and buy and place an Association Hall.
STEP 3
Next, the person that placed the hall chooses to start an association, and selects all the people in the vicinity that they want to be members.
STEP 4
Now, the members choose from one of their number that has leadership skill to be their first leader.
STEP 5
Bob's gang of 6
Finally, the new leader chooses a name and an acronym for the cell.

**Figure 1. The steps involved in forming a player association.**

## Association management

When an association first starts out, the newly elected leader has a virtual monopoly on all of the powers available to manage the association. These powers are called 'permissions' and give the leader access to association resources and the ability to do all sorts of things. It is expected that after the association is first formed, permissions will be delegated in various degrees to the entire association membership, partly to empower them, and partly because the leader cannot realistically be expected to be online 24hours - 7days. To change any permission, the member wishing to do so must be in the Association Hall. The permission's listing is as follows:

*Name:*

This power is the ability to rename the association as well as change its TLA. When a new name and/or TLA are entered, it is run through the text/name filters and if cleared, put in effect. When the name is changed, a GM is alerted what the new name is.

If the new name is approved, then the name is changed. To prevent associations from changing their names an unreasonable number of times, they are limited in being able to do so only once a week (real time).

*Set Membership Requirements*

This permission does exactly what its name suggests. It allows users to set the membership requirements for their association. When someone uses this permission, it pops-up a window showing as much of the skill-profession-title tree as the user has attained at present. The person setting the requirements can then use the mouse to check off each 'title' that they want to be a prerequisite for membership in the association. Once the person setting the prerequisites for membership in the association and submit them, a quick check is run on the current membership roster and comes back with a listing of any current members that would not meet the new criteria, if any. At this point the requirements can be approved or cancelled. From this point out, any new recruits can only be approved if they meet the membership requirements that have be set down by the user of this permission.

After demanding a certain skill set, the option is given to re-categorize the association. The association's current requirements and faction standing are looked at, and optional categories are offered. An association of declared rebels would have the opportunity to be called a 'Rebel Cell' while a group of Imperial or Rebel pilots could be called a 'Squadron'. A group of neutral miners or crafters might be called a 'Union'. This optional category has nothing to do with what members of the association name themselves, only with how they might wish to be categorized. The category listing would be seen on association information pages, and the like.

*Recruit:*

This is the pro-active power to ask a player a player to join the association. It is up to the player asked to decide if they want to join or not. If they decide yes, then they have to visit the Association hall, and are then added to the membership roster automatically.

*Sponsor a recruit:*

This permission allows an association member to recommend outside an association for membership to current members that have the power to accept the addition of new members. This is a less powerful permission that 'Recruit', because it requires the oversight of a member with the 'Acceptance' permission before the sponsored recruit will be allowed into the association.

*Accept a recruit:*

This permission allows an association member to allow any characters that have been sponsored by a current member to join the association. If acceptance is denied, then the sponsored character is not allowed to join the association. The sponsored character must present at the site of the association hall before they can be accepted.

*Disbanding:*

This permission is one of the most powerful in association management, and dismantles the association and its resources. The association hall is destroyed, all contracts with the association are dissolved, and the association treasury is divided up evenly among its last membership roster. After this command is executed, a confirmation request pops up and if approved, a countdown begins until the Association is disbanded.

This delay will always be longer than the amount of time it takes to elect a new leader. The disband order can be countermanded at any time before the delay has expired by anyone with the 'Disband' permission.

*Kicking:*

An association member with this power can choose to remove a member from the association's roster. Once a person has been so removed, they no longer have any affiliation with the association and no permissions. Any special association gear is automatically taken away.

*Heraldry:*

This permission gives a member the ability to choose a piece of available art on an association heraldry list to represent them. This heraldry will appear on association signs, some association uniforms, and can be put on some association vehicles and structures.

*Faction (PvP) Status:*

With this permission a member can choose to declare the association and its members neutral, or aligned with either the Alliance, or the Empire. If the Association does choose to align itself with either one of the two major factions, then all of the Association's members have their faction status changed to match the new Association setting. Once faction standing is set, faction interactions are handled the exact same as they are for everyone else with a faction standing.

The Association's faction standing is tracked just like it is for individuals, and it is affected by the actions of its members. If not all members properly adhere to their Association's faction standing it will begin to change the standing of their association within the faction. It is expected that some Associations will have 'Political Officers' whose duty is to track down whoever is not properly adhering to the Association-dictated factional standing.

*Treasury Management:*

This permission allows a member to disburse funds from the association treasury and set regular membership fees. Funds can be given to members or non-members, and membership fees can be set how often and how much. Upkeep for the association hall is approved by a player with treasury permission, and then automatically subtracted out of the association treasury.

*Email:*

This is a fairly basic permission that is usually given at one level or another to all members of an association. It can give them read-only or read-write access to the association e-mail system depending on what it is set to.

*Titling:*

This permission gives the holder power to add association 'titles' to the names of association members. These titles can be whatever is desired, after going through the standard name-filter. Common titles would be 'Association President' or 'Association Treasurer'. Association titles are visible to all members of the association, but not non-members. If an association is a declared member of one faction or another, then a member using the titling permission has the option of assigning a rank insignia from that faction to the player they are titling. The insignia might appear attached to the player's

heraldry or on their chest, and it has no meaning outside whatever meaning the association wishes to infer to themselves with it. As art, a rank insignia is visible to all, whether they are a member or not.

*HQ Management:*

With this permission players can manage the association hall as if it were their own house. This includes the ability to add annexes or make modifications to its layout or internal furnishings.

*Association News Board Access:*

This permission has several levels of power associated with it and gives differing levels of access to the association bulletin board. At its lowest level a player cannot see the message board. At the next highest level, the player can read messages. Next level up, a player can read and post general messages. At the highest level, an association member can not only read and post messages to the general association bulletin board but also read and post messages to a private association bulletin board. People the highest level of access can also send a 'NEWS FLASH' that is immediately sent to all members currently online, and to members offline if they log in before an expiration date associated with the flash.

*Voting System:*

Another permission with varying levels, this one controls access to the association's ballot-box voting system. This system allows players to choose a formal or informal topic to vote upon. A formal topic either involves changing someone's permissions (automatically executed if the vote carries), or a change in the leadership. An informal vote is a vote on any general thing and has no automatic action taken once the vote is tallied.

- Whenever a member calls a vote, they enter an expiration date for the votes to be tallied on, comments on what the vote is about, and actions to be taken if it is a formal vote.
- Players with the lowest permission can only vote on things. Players with the highest permission can both vote and call new votes.
- If a vote is called to replace the leader, its expiration is automatically assigned at one week or when a two-thirds majority is reached, whichever comes first.

*Resource Access:*

Any member with this permission is allowed to use any member's equipment that has some level of access given to 'Association' on its access list. The amount of access will be equal to whatever the equipment/structure owning association member allowed people with 'association' access on the object's access

list.

## The Association Treasury

As mentioned before, an association treasury is formed at the same time the association is formed. It is formed by membership fees deducted from its members at regular intervals. These fees can be raised and lowered as well as made more or less frequent by anyone with the treasury management permission. Members with such permission can also disburse funds from the treasury to both members and non-members. All transfers, deposits, and debits from the association treasury are tracked in a transaction history that can be pulled up by members with treasury permission.

A primary use of the treasury is to pay for maintenance on the association hall, and to pay a 'Association Tax' that is levied on the group by the game based upon how many members it has and how much gear its members have association-level access to.

*Association Resources*

Association resources are vehicles and structures that all association members have at least rudimentary permissions on. Members can purchase facilities and vehicles, add 'Association' to their access list, and give with whatever level of access they see fit to fellow 'Association' personnel. For everything except the association hall, the member that is allowing association members access to their gear still retains full ownership and is responsible for any land/plot allotment deductions and maintenance fees that might entail.

In the case of the Association Hall, ownership is transferred from the original purchaser to the association at the time of association formation, and the plots of land that were originally deducted from the purchasing character's plot allotment were reimbursed at that time. Those members of the association that have been given HQ management permission exercise any further control over the association hall.

## Heraldry

There are times when an Association might want to generate a symbol to place on their spacecraft, vehicles, clothes, and structures in order to promote a sense of unity among members. In order to facilitate this, members with Heraldry permission are given access to the Heraldry generation system.

This system is very simple in that it involves using standardized lists of shield shapes, and objects that can be chosen from in order to assemble an association symbol. To build an association symbol the player first chooses a shield shape and a color for it. Next, the player chooses a pattern to place on the shield, and any colors for the pattern. Finally, a symbol and a color for it is chosen, and it is placed on the shield. If the builder is happy with the symbol that has been constructed, they approve it and it is used everywhere the association shows its heraldry. If the builder is dissatisfied with the results, they are free to scrap it and begin again.

## Features & Future Requirements: Additional Permissions

These are additional permissions that can be added to the basic permission listing in order to give additional valuable tools to the association member's bag of tricks.

*Probation System Access:*

This system allows members with the proper permission to add warning tags to members and enter notes that only people with probation access can see. These tags can have time or date-based expirations and might have an associated list of permissions levels.

*Association Mission Board:*

This system is a multi-level permission that allows members to choose from their own mission listing. A person with high level access can both generate custom missions just for posting on this member-only mission board, and accept missions from other places in the game on behalf of the association, and re-direct them to be displayed on this board. Members with lower level access can only choose missions from this mission board, not post them. Any members with no access can't see the board at all. This board uses all the same interface methodology as the other mission-display boards in the game.

### Features & Future Requirements: Leader Boards

Among the Association info pages on a character's PDA is a page for that Association's leader board. This board lists everything the game's primary leader board list, but is instead filtered to display only the members of the clan.

## Interface

The Association system shares interface elements seen throughout various areas of SWO. The email system, communication channel, and news bulletin board system are the exact same as the ones used in other areas of the game. The permission system looks just like the access list system interface, and the voting system is the same as the one used for player-run municipalities. These will always be windowed screens controlled through the use of buttons, check- boxes, and text-entry windows.

## Assets Required

### Art for the Heraldry System

This includes art needed for the catalogs of symbolic parts needed to build an association's symbol. Each has the ability to be color-filled using a basic palette.

- 500 symbols (ranging from simple to embossed)
- 25 shield shapes
- 50 patterns for placing atop the shield

### Rank insignia

As part of the titling permission, a person assigning titles can give assign rank insignia which appear in a form appropriate to whatever faction the Association is currently aligned with.

5. 2 factional alignments (Rebels, Empire)
6. 10 ranks per alignment

## Revision Log

- Rev 1.0 – Doc Generated.

- Rev 1.1 – All references to Guild or clan changed to 'Association'. All post prelim-release comments implemented. In particular, some re-org and clarification to association formation, and the addition of a mission board permission. Diagram showing process for association formation added.
- Rev 1.1a – Sentence swapped out of over-view, per Anthony C's suggestion.

# PLAYER VENUES

This document describes in general how player venues will work in SWO. The terms "Player Housing" and "Player Venue" are interchangeable. Player Venues refer to any structure that a player can own and that can be ENTERED by a player. For example, a bar is considered a venue because some one can own it, and players can enter it. A Moisture Vaporator is not a venue because it cannot be entered. This document does NOT cover other player installations or municipal buildings; which are covered in the *installations overview* and the *player-run cities overview.*

Player housing refers to structures that players can "live in". Housing gives players a sense of ownership in the game. It creates private areas where players can interact. It also gives the game a "lived in" feeling, as other players move around the world they come across "settlements". Finally, it provides a sense of "home" within the game world.

## Vision

- ❑ The play environment should be customizable so that the players can change it to suit.
- ❑ A high degree of customization for both players and ships is a key requirement.
- ❑ New strategies should come to light for the player as their play time continues.
- ❑ Player-driven content will be a key element of the game.
- ❑ The game must satisfy each of Bartle's Four: Achievers, Killers, Socializers, and Explorers.
- ❑ We must encourage and support a community.
- ❑ Players need tools to shape their own experiences.
- ❑ We must encourage a sense of player ownership in the world.

## Terms

- Player housing – Another term for "Player Venues"
- Player Venue - Any structure that a player can own and that can be ENTERED by players.

## System Details

### Core Requirements

*Obtaining a Structure*

Players can buy houses from other players. There are specific crafting skills that allow players to create houses. Once purchased, a player must find an area with the right number of free lots to support the venue, and that is also zoned correctly. Players can look at the building zones in their PDA. The player must then go to the location place their house (perhaps again using the PDA?).

A "lot" is an 8-meter by 8-meter square. All player venues take at least one lot, and in many cases take more than one. In order to create a navigable landscape we've created a set of simple rules for structure placement. The front of all player venues automatically reserve the lot(s) directly in front of them. These reservations are considered "hard" (*See Diagram 1a and 1b*). In addition, the lots on either side of the hard reservations will be designated as "soft" reservations. Soft reservations can overlap with any other reserved spot (*See Diagram 2*).

After the initial placement of the structure, player venues can be rotated 360 degrees by the owner. The only limitation on this rotation is that the front of the house cannot point directly at the corner of the lot, this ensures that we can always determine the facing of the structure.

After the player decides on the rotation position of the venue, the structure becomes active. If the player wishes to change the rotation, they will have to pay a fee. This fee varies based on the current state of the local government. Player venues *cannot* be rotated so that they violate the free space in front of another structure.

*Cost of ownership*

Venue ownership incurs ongoing maintenance costs. This includes repairs to the house, property taxes, and retail tax. Property taxes and retail taxes may vary greatly depending on the local government and faction status.

Normal maintenance fees are affected by the surrounding structures. Having many houses near one another lowers the overall maintenance cost of the house. This should encourage players to live in close proximity with others (which is crucial to city creation).

*Destruction*

Player venues are vulnerable to destruction under particular conditions. However, unlike installations, these venues can never be completely destroyed. Taking damage incurs increased maintenance fees for the owner.

Player venues that are owned by declared players are vulnerable to their faction enemies.

Player venues that are built in "wild space" are vulnerable to all players.

All player venues are vulnerable to "the environment". The less developed the area, the more frequently player venues are attacked by the environment.

Players have several courses of action to protect their venues. First, they can build in safe/developed areas. Second, they can construct installations to defend their structures. Third, they can pay other players for protection.

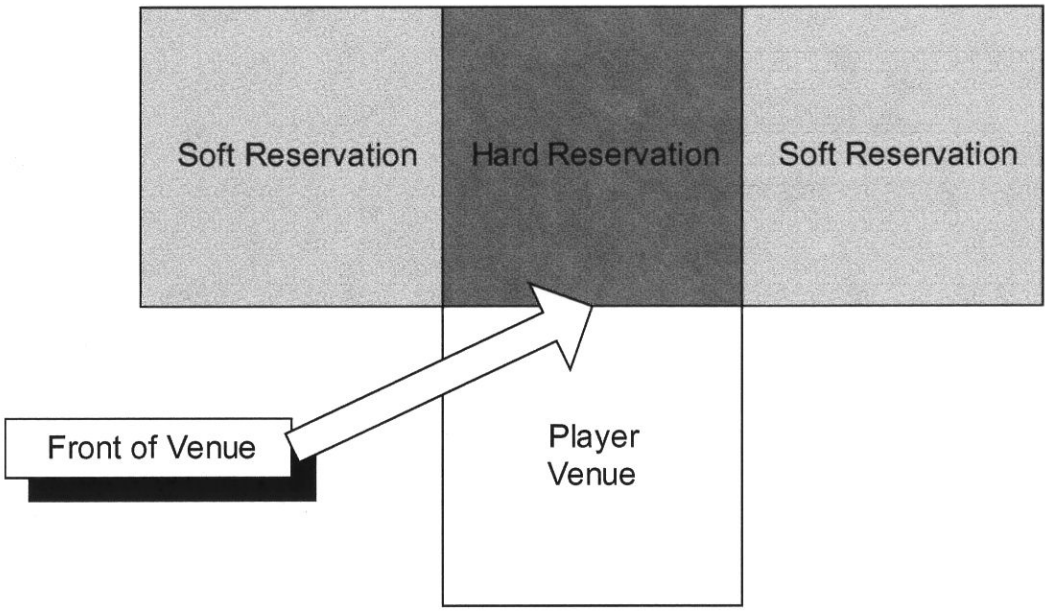



*Diagram 1a*

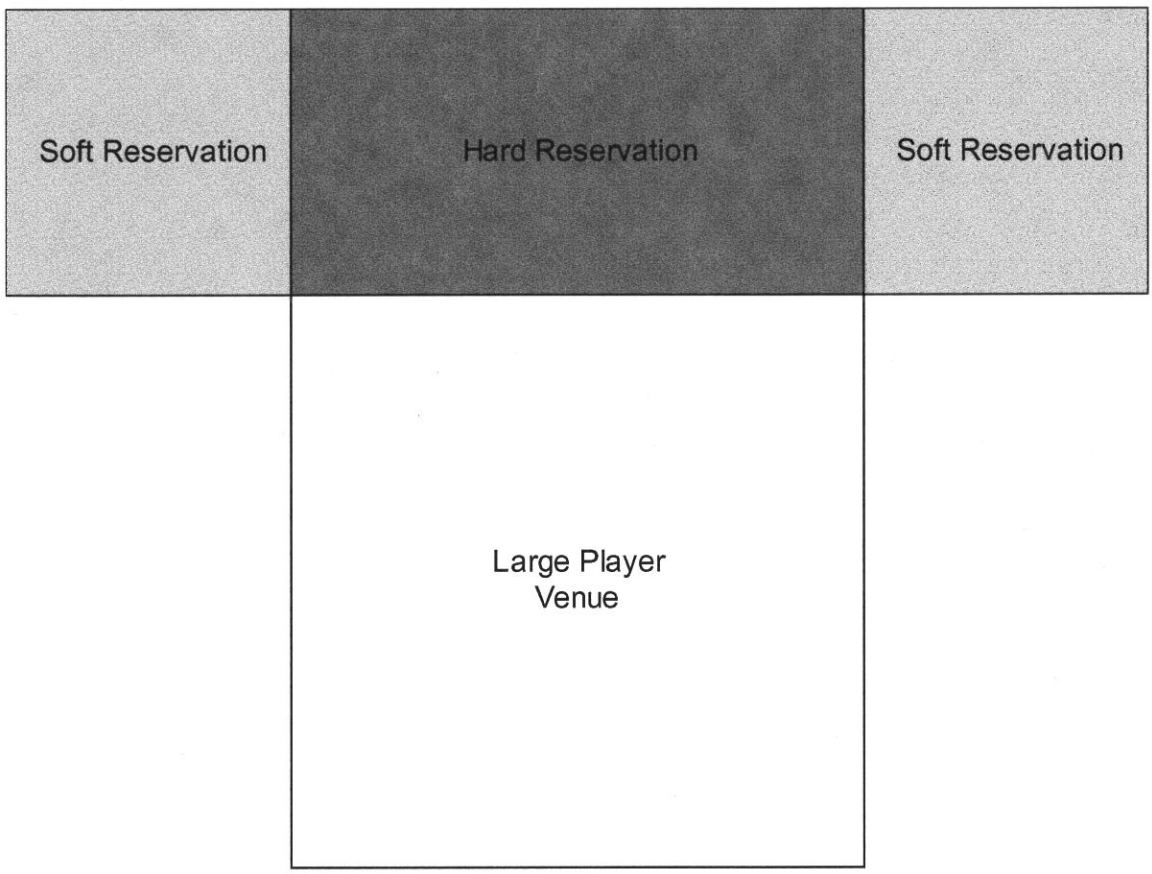



*Diagram 1b*

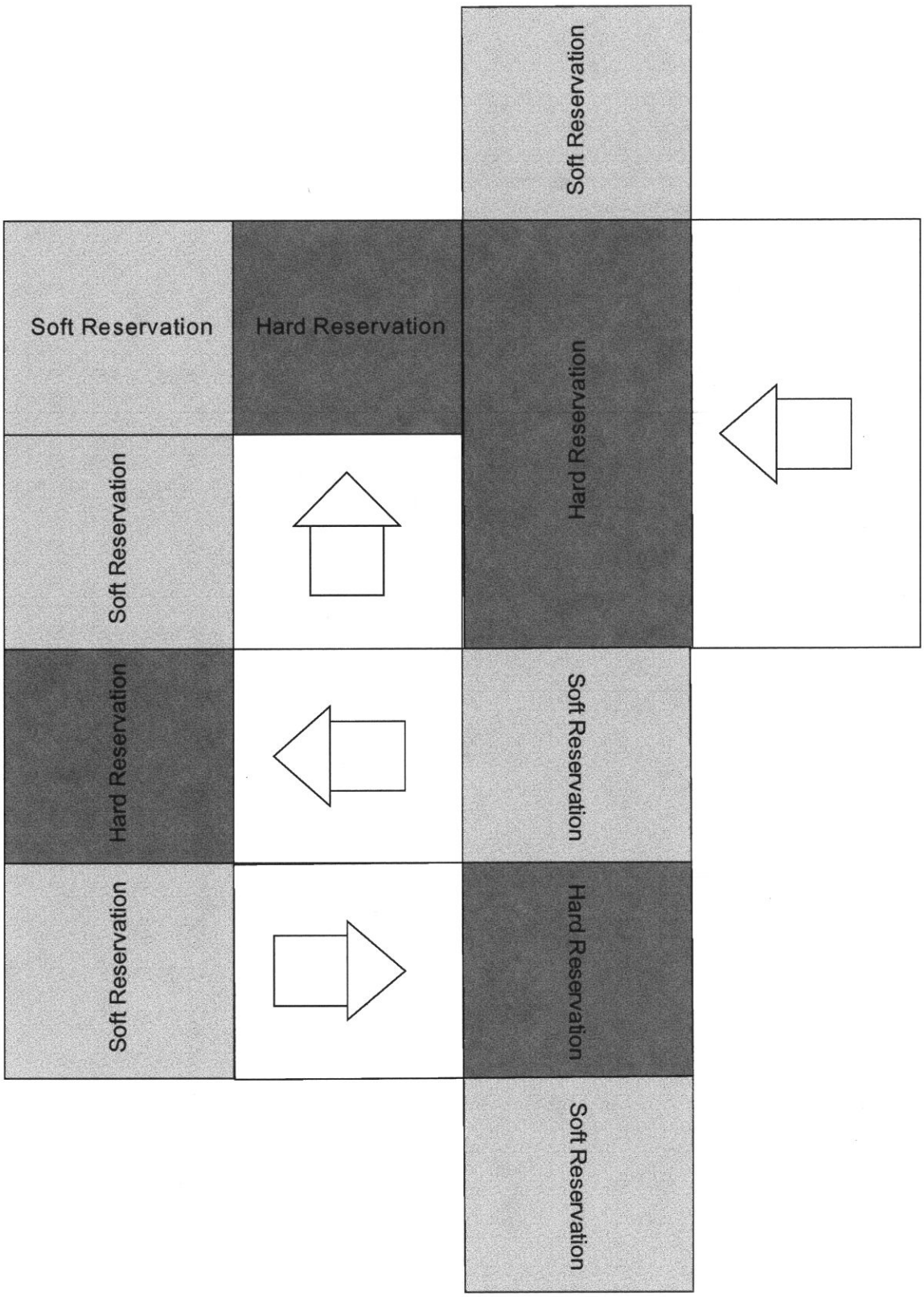

Soft Reservation
Hard Reservation
Soft Reservation
Hard Reservation
Soft Reservation
Soft Reservation
Hard Reservation
Soft Reservation
Hard Reservation
Soft Reservation

*Diagram 2*

*Types of Venues*

Each player will only be allowed one house per account per server. This is to ensure that we give as many players as possible an opportunity to build a house (we don't have infinite real estate). This requirement also limits the amount of data storage required to run the game. Because we are limiting players to one house, we must make sure that one house provides enough storage and room for the player. Shops cover just about every other kind of player venue. They include such structures as bars, workshops, theaters, etc. Shops differ from homes in two ways:

A) They have an area that must always remain open to the public.
B) They allow players to have vendors

*Basic Features of Player Venues*

- Multiple styles/sizes of houses. House styles refer to the architecture and textures available. Houses will also vary in size to fit the need of the player. Some houses will have more rooms/stories.

- Housing styles particular to the planet or region. For the main fiction planets, housing will have specific styles (i.e. the Mud-huts of tatooine). On non-fiction planets, housing styles will vary based on the local climate/terrain (deserts might use the mud huts, forests, something else).

- Item storage (Houses will provide a fixed amount of storage). There will be specific locations (closets) in which players can store items. The interface for this will work just like the player's inventory. In addition, players can place items anywhere with in the house, either for decoration or just because. However, houses will have fixed item count limitations. This includes the "closet" like storage. Items in the house are protected from theft and secured under the permissions segment below.

- Customization. In addition to just placing items around their house, players will be able to create or purchase decorations/alterations for their houses such as lighting and furniture. There should be predefined areas of the house that can be altered to allow for structural changes such as raised flooring, door shape, etc... Players will be able to configure lighting color, lighting type, lighting brightness, and wall texture hue. Houses should come with signs that can be changed by the player. If the venue is a shop, they player should have some sign choices that represent their type of business.

- Structure specific zoning. We will need the ability to zone specific lots for specific types of housing. Notably, the cities will require that certain lots are only occupied by player shops. Zoning will be the exception, not the rule.

- Lot-based house placement. Placement will make sure that there is adequate room between buildings and that all houses are built on the correct types of landscape.

- Maintenance. All housing will incur some kind of on-going cost to the player.

- Buying and selling houses. There will be a simple method by which players can buy and sell houses.

- Permissions: Houses will provide access control to the owner. Controls should cover who can take/use items in the house, who can enter the house, and who else has access to change the venue's permissions.

- Access Control: Players should be able to remove someone or something from their house and prevent them from returning. This should work in conjunction with the permissions system.

- Naming: Player's should be able to name their houses

- Rotation: Players will be able to rotate their houses to any angle that is roughly congruent with the lot grid.

### Features & Future Requirements

- "In Place" upgrades. Players will be able to upgrade their house on the spot, without first having to demolish their current house.

- House Auction System

## Assets Required

### Houses

Because we are not going to be using "lego" style construction for player housing, I recommend that we provide three floor plans per location for players to choose from. Because this limits the selection for housing significantly, I would not recommend having the choices differentiated by the size of the house. Every player is going to want to get the largest house they can. As a result, I would recommend that the houses are differentiated more by style and layout, and less by size. Perhaps one of the floor plans could be significantly larger…

*Floor Plan 1*

1. Tatooine
2. Corellia
3. Yavin 4
4. Naboo- Theed
5. Naboo - Underwater
6. Ando
7. Rodia
8. Kashyyyk
9. Endor
10. Ord Mantell
11. Dathomir
12. General Forest/Jungle
13. General Desert
14. General Mountain/Plains
15. General Underwater

*Floor Plan 2*

16. Tatooine
17. Corellia
18. Yavin 4
19. Naboo- Theed
20. Naboo - Underwater
21. Ando
22. Rodia
23. Kashyyyk
24. Endor
25. Ord Mantell
26. Dathomir
27. General Forest/Jungle
28. General Desert
29. General Mountain/Plains
30. General Underwater

*Floor Plan 3*

31. Tatooine
32. Corellia
33. Yavin 4
34. Naboo- Theed
35. Naboo - Underwater
36. Ando
37. Rodia
38. Kashyyyk
39. Endor
40. Ord Mantell
41. Dathomir
42. General Forest/Jungle
43. General Desert
44. General Mountain/Plains
45. General Underwater

## Shops

*Floor Plan 1*

46. Tatooine
47. Corellia
48. Yavin 4
49. Naboo- Theed
50. Naboo - Underwater
51. Ando
52. Rodia
53. Kashyyyk
54. Endor
55. Ord Mantell
56. Dathomir
57. General Forest/Jungle
58. General Desert
59. General Mountain/Plains
60. General Underwater

*Floor Plan 2*

61. Tatooine
62. Corellia
63. Yavin 4
64. Naboo- Theed
65. Naboo - Underwater
66. Ando
67. Rodia
68. Kashyyyk
69. Endor
70. Ord Mantell
71. Dathomir
72. General Forest/Jungle
73. General Desert
74. General Mountain/Plains
75. General Underwater

*Floor Plan 3*

76. Tatooine
77. Corellia
78. Yavin 4
79. Naboo- Theed
80. Naboo - Underwater
81. Ando
82. Rodia
83. Kashyyyk
84. Endor
85. Ord Mantell
86. Dathomir
87. General Forest/Jungle
88. General Desert
89. General Mountain/Plains
90. General Underwater

## Revision Log

- 1.0 document created, filled in details
- 1.1 filled in Vision section
- 1.2 updated overview section
- 1.3 updated the details section
- 1.4 updated the house placement rules
- 1.5 more detail to house placement rules and began asset list
- 1.6 additional detail to asset list, additional detail to house placement rules

# PLAYER CITIES

The goal of player cities is to give players the tools they need to formalize their community structures. "Player towns" have existed in other online games such as Ultima Online, but they have never been directly addressed so that players had the proper tools to shape them. In SWG:ED players will be able to found a city, elect government officials, create the laws of the land, set taxes, lay down municipal structures, manage growth, and even affiliate themselves with the factions.

The end result is that players will feel that they are participating in something that they've personally contributed to. They will feel ownership and invested in the community structure. The systems introduced by this feature will affect just about everyone who plays and should extend the time that veteran players subscribe because it provides and "elders" game.

## Vision

### Key Goals

*Retention*

**The game must have a high retention rate for subscribers.** This is defined as an average subscriber lifetime of at least twelve months.

*Community*

**The game must encourage and support a community**. This relates back to the target retention rate.

*Scalability*

**The game must be a scaleable platform**, so that it remains viable several years after launch. The target viable lifetime for continued subscriber growth is five years.

## Checklist items

### Issues for Newbies

- ❑ We must impress the user within 30 seconds via dramatic visuals, impressive use of sound and music, and compelling interaction.
- ❑ The first thirty minutes of game play should surprise but always pleasantly.
- ❑ The game should offer a sense of discovery.
- ❑ There should be a chance to meet another player in the first five minutes.

### Live Service Issues

- ❑ We must have an average subscriber lifespan of twelve months or more.
- ❑ Players should feel empowered to take action against bad apples in the player base. They should never feel just like victims.
- ❑ Human administrative intervention must be minimized.

### Technology Issues

- A high degree of customization for both players and ships is a key requirement.

### Retention

- New strategies should come to light for the player as their play time continues.
- *Star Wars Online* must provide multiple ladders of advancement so that new ways to play the game become apparent over time.
- Players should be able to switch professions or advancement ladders without having to start over.
- Player-driven content will be a key element of the game.
- Experienced players will receive special privileges (such as playing Jedi).
- The game system will encourage specialization.
- We will explicitly reward non-advancement based ways of playing the game.

### Gameplay Issues

- The game must satisfy each of Bartle's Four: Achievers, Killers, Socializers, and Explorers.
- Big visual payoffs are important.
- Character building and advancement must be a key mechanic.
- Players should never feel ripped off by the game mechanics.
- There must be a sense of exploration.
- We will offer great cultures to experience.
- There must be defining moments that are easily remembered.

### Social Interaction

- We must encourage and support a community.
- Players need tools to shape their own experiences.
- We must encourage a sense of player ownership in the world.
- There should be ladders and leader boards for everything in the game, including social activities.
- There must be a wide range of in-game communication systems.
- Robust support for guilds and other such player organizations is a requirement.
- Amy Jo Kim's principles for community building:
    - We will define and articulate a purpose.
    - We will build flexible, extensible gathering places.
    - We will create meaningful and evolving member profiles.
    - We will design for a range of roles.
    - We will develop a strong leadership program.
    - We will encourage appropriate etiquette.
    - We will promote cyclic events.
    - We will integrate the rituals of community life.
    - We will facilitate member-run subgroups.

## Terms

Resident: Any character that owns a house within a super chunk.

Citizen: Any resident that lives in a Super Chunk that contains a city or any resident that lives in a house that has declared itself part of a city.

# The Basics

*The Birth of a Nation*

Background: Every world map will be divided up into several grids. The smallest scale grid is composed of 8x8 meter "lots". Lots are used to determine the size and position of buildings and other structures. The next largest grid contains chunks of indeterminate size (probably 32x32). The resource system uses "chunks". The final grid defines "super chunks" that are on the order of 128+ meters on a side.

***Super chunks are the bounding area for city formation.*** The population within a super chunk is evaluated at specific times to determine if the area qualifies to be a city. When a new resident is added to the population in an area that is not currently a city the super chunk is checked for the number of current residents. If the addition of a new resident crosses the population threshold to qualify the area as a township, the players within the super chunk are polled to see if they wish to form a town. The logic works like this:

1. A new resident is added. Does a city already exist in this super chunk?
    a. Yes
        i. Player becomes a citizen of city
        ii. Is this a village, and if yes, is there an adjacent city or village?
            a. If yes, two cities can join, villages become "boroughs"
    b. No. Is there a city adjacent to this super chunk? (not including diagonal)
        i. Yes. Can this chunk become a city?
            1. Yes. Entire chunk becomes part of new city
            2. No. Are there citizens of the city adjacent to the new resident?
                a. Yes, player has option to join city
                b. No, nothing happens.
        ii. No. Can this chunk become a city?
            1. No
            2. Yes. Run a vote of all the residents in the super chunk to see if they wish to form a city.
2. When a resident is lost, the super grid checks population
        i. If population is too small city becomes a ghost town
            1. Municipal upgrades cannot be maintained and deteriorate
            2. Powers of city officials are suspended

# Types of Government

The types of government available to the player are related to population size and benefits. There are the following types:

*Village*

Smallest population. Only one superchunk is zoned as a city. Population usually isn't larger than 50 or so.

- Militia (non-faction)
- Leader
- Level one municipal upgrades
- Limited tax control

*Town*

Becomes available when total number of citizens in a community exceeds 50 and the community has three superchunks zoned as part of the city.

- Garrison (faction)
- Mayor, Town Council
- Burroughs (formed from the village(s))
- Level 2 municipal upgrades

*City*

Becomes available when the total number of citizens in a community exceeds 150 and the community has 9 or more superchunks zoned as part of the city.

- Military Base (faction)
- Mayor, City Council
- Level 3 municipal upgrades

*Planetary government*

Becomes available when the three cities have formed on the planet. Planetary governments must be suggested by the head of a city government and is then voted on by the citizes of the cities.

- Star base (faction)
- Planetary Governor, Senate
- Level 4 (planetary upgrades)

## Law and Order

*Laws*

Every type of government can choose to put into play certain rules. Some laws cannot be put into place until the government reaches the appropriate size.

- Examples of law:
- Tax Rate
- Tax enforcement (voluntary or automatic?)
- PvP (depending on the planet's current status)
  - This means the city can declare the area completely safe. If the planetary government declares the whole planet safe, the city cannot counter that, the entire planet becomes safe.
- Weapon carry laws
- Elicit materials
- Vehicle laws (are certain vehicals illegal in town?)

Enforcement of these laws is a combination of the law itself and the types of municipal upgrades available.

*Faction System*

If there is no planetary government, individual cities can enhance their faction standing by putting in place laws or installations that benefit one faction or another. Once within the favor of a faction, the city can declare for one side or the other. Declaring enhances the presence of the faction in that area.

If there is a planetary government, the government may declare the entire planet for one side or another. If this happens, the individual cities may not counter that faction alignment through laws. They don't have to choose strict "pro-faction" laws, but they can't put into place "anti-faction" laws.

Generally, opposing faction players CAN go into a faction-controlled area, but at the risk life and limb.

For coverage of the PvP issues, see the section on Laws.

# Building the City

*Who can do it?*

Elected city officials will be given the powers to place municipal structures. Municipal structures will cost money upfront, and will have on-going maintenance costs.

*Paying for Municipal Structures*

Every community has a treasury that is filled by taxes (and donations?). Expenditures are automatically deducted from the treasury. No one can draw money directly from the treasury.

# Elections

*Who can run for political office?*

To run for office a player must be a citizen of the city (or any city on that planet if it's for planetary office). Each position will also have leadership skill requirements. Players must meet those requirements to run for office.

*Voting*

Voting is handled through the player's PDA. We could require the players to go to a certain location to vote (which might be interesting), but that's probably an issue.

A vote can be called because of an event (such as the population reaches critical mass for a village). In case of such an event, the vote will last for 10 days. Some votes happen at set periods (such as town elections). Generally, these elections will take place once a month.

# Community Features

*Community Chat*

There will automatically be a chat channel created for an formally created city. Any player will be able to listen to this channel.

## City Benefits

*Municipal Upgrades List*

- Hospital

- Cloning facilities
- Spaceports
- Banks
- Parks
- Arenas
- Police/Military Base
    - Militia
    - Garrison
    - Base
    - Star base
    - Faction standing
- Power
- Roads
- Fountains/decorations/statues
- Theater?
- Market
- Commodities market
- NPC guilds
- Taxes
- Street signs
- Town Hall
- City hall
- Governor's mansion

*Player Powers*

- City charter
- Buy Structures
- Heraldry
- Pvp/Faction Status
- Treasury Management
- Taxes
- Email
- Titling
- Structure Management
- Policing
- News
- Voting
    - By Grid
    - Council Members
- Eminent Domain
- Naming Cities
    - Name Generator?